TESTING PLAN - DUNGEONS

1. Check player starts in the start location when player enters the dungeon.
2. Check if player location is correct (expected location)
3. Check if moving a player in a direction updates the players location correctly.
4. Check if items picked by the player are updating correctly.
5. Check that cave's treasure is empty after a player picks up the treasure.
6. Check if at least p% of the caves have treasure in them, where p is the treasure percentage specified by user.
7. Check if the player enters the dungeon with 0 treasure.
8. Check that tunnels do not have any treasure.
9. Check if there are all types of Treasure (Diamonds, Rubies and Sapphires) in the dungeon.
10. Check if game ends after player reaches the end cave.
11. Check that treasure percentage cannot be negative.
12. Check dungeon size cannot be 0 or negative.
13. Check interconnectivity cannot be negative.
14. Check that a tunnel cave has exactly 2 entrances.
15. Check that a normal cave has 1, 3 or 4 entrances.
16. Check if the possible moves that can be made by a player are correct.
17. Check if making a move that's not possible does not change the game state like player's location, players treasure.
18. Check if the an interconnectivity of 0 only creates a dungeon with 1 path between all caves.
19. Check if an interconnectivity of c creates a dungeon with 1 + c paths between all caves.
20. Check if he distance between start and end caves is at least 5.
21. Check if the created dungeon dimensions are nxm.
22. Check if a wrapping dungeon wraps around the edges (i.e; player can move over the edges)
23. Check if an unwrapping dungeons do not wrap around the edges (i.e; player cannot move over the edges).
24. Check that the dungeon has a player before making a move.
25. Check for null arguments.